IRSTLAND PRODUCTION

RECRUITMENT PAGE

REAL ACCOUNT (WEEKLY)

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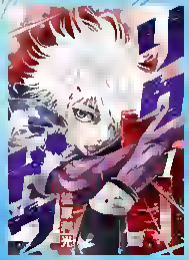

TRANSLATOR
REDRAWERS

TOMODACHI GAME

TRANSLATOR
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CHRONO MONOCHROME

EXPERIENCE CLEANERS
REDRAWERS

IF YOU'RE INTERESTED TO JOIN US
PLEASE SEND AN EMAIL AT: IRST55@GMAIL.COM

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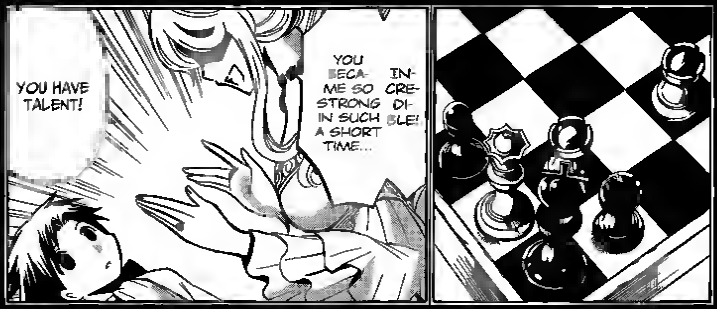
クロノ・モノクローム
Chapter 01

The Turk (Kuromu)'s first opponent is Duke Cobenzl.
He was connected to that man since the beginning....!!
I was born into a ducal family
I have grown up as the subject of envy and respect...
I'M LOOKING FORWARD TO SEEING YOUR FUTURE
YOU KNOW FRENCH SO WELL ALREADY
YOU ARE INCREDIBLE, LUDWIG!
YOU ARE A GENIUS!!
YOU ALREADY KNOW FRENCH, ITALIAN, ENGLISH AND SPANISH AT SUCH A YOUNG AGE...!
INCREDIBLE!
And the one who stood clearly in front of me
was a blonde man who came from Hungary.
大反響!! 歴史×チェスロマン!!
【クロノ・モノクローム】

DO YOU REALLY WANT TO BECOME A DUKE!?
YOU SHOULD BE ASHAMED TO LOSE TO THAT HUNGARIAN KID...!
OH MY,
ISN'T YOUR BEAUTIFUL FACE WASTED WITH THAT EXPRESSION?
YOUR MAJESTY...!
LET'S TAKE A BREAK



Match 7: Breaking the Castle Walls

IT IS NOT LIKE YOU ARE A KID UNABLE TO DO ANYTHING.

YOU SHOULD HAVE MORE CONFIDENCE IN YOURSELF

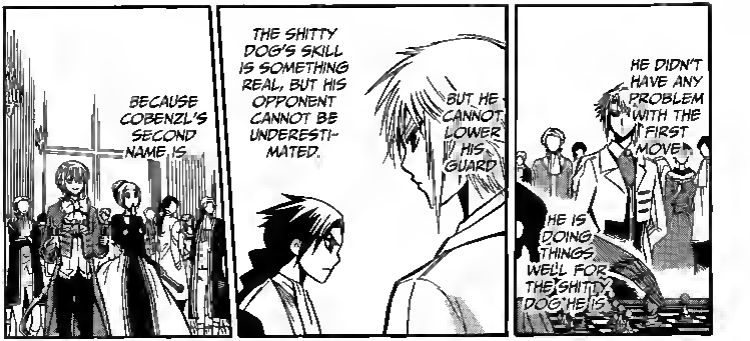
クロノ・モノクローム

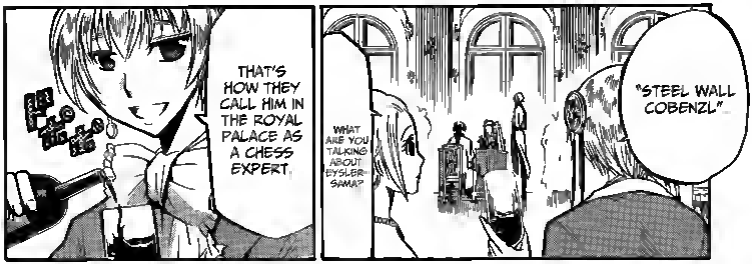
CHRONO MONOCHROME

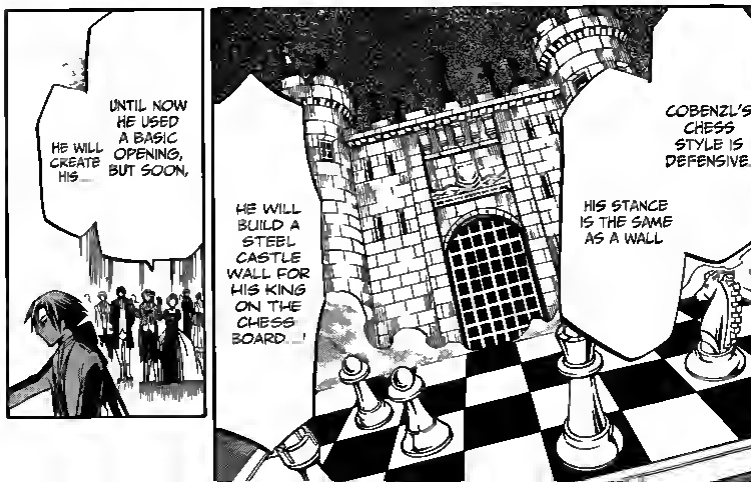
協力：日本チェス協会

SFX: KON
IT MOVED FOR REAL!!
E4... HIS WAY OF PLAYING IS NOT INFERIOR TO HUMANS.

AND FOR ME CHESS
IS MY CONNECTION TO HER MAJESTY.....
SINCE THEN,
I HAVE NEVER LOST AGAINST KEMPELEN IN A CHESS MATCH.
I WILL NOT LOSE NO MATTER WHAT!!!


BECAUSE COBENZL'S SECOND NAME IS
THE SHITTY DOG'S SKILL IS SOMETHING REAL, BUT HIS OPPONENT CANNOT BE UNDERESTIMATED.
BUT HE CANNOT LOWER HIS GUARD!
HE DIDN'T HAVE ANY PROBLEM WITH THE FIRST MOVE!
HE IS DOING THINGS WELL FOR THE SHITTY DOG, HE IS


THAT'S HOW THEY CALL HIM IN THE ROYAL PALACE AS A CHESS EXPERT.
WHAT ARE YOU TALKING ABOUT, EYSLER-SAMA?
"STEEL WALL COBENZL"...


UNTIL NOW HE USED A BASIC OPENING, BUT SOON, HE WILL CREATE HIS...
HE WILL BUILD A STEEL CASTLE WALL FOR HIS KING ON THE CHESS BOARD...!
COBENZL'S CHESS STYLE IS DEFENSIVE.
HIS STANCE IS THE SAME AS A WALL

INDOMITABLE PERSEVERANCE FORTIFICATION!!

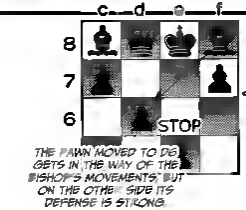
D6 ? THAT'S A STRANGE MOVE

NO, THAT'S

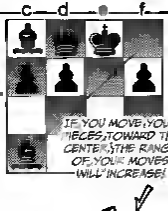
THE PHILIDOR DEFENSE!!!

IT IS A MOVE DEVISED BY THE STRONGEST CHESS MASTER OF OUR ERA, PHILIDOR.

NORMALLY, AT THE BEGINNING OF THE MATCH THERE IS DEVELOPMENT IN THE CENTER OF THE BOARD IN ORDER TO WIDEN THE MOBILITY OF YOUR PIECES...



THE PAWN MOVED TO D6 GETS IN THE WAY OF THE BISHOP'S MOVEMENTS, BUT ON THE OTHER SIDE ITS DEFENSE IS STRONG.



IF YOU MOVE YOUR PIECES TOWARD THE CENTER, THE RANGE OF YOUR MOVES WILL INCREASE!

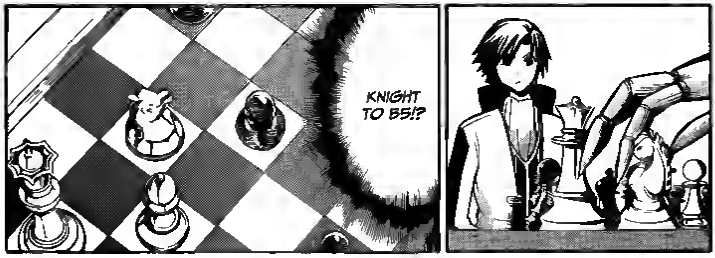
BISHOP

Someone who can only move diagonally

IF YOU PLAY THE PAWN TO D6 IT IS DIFFICULT TO EMPLOY THE BISHOP,

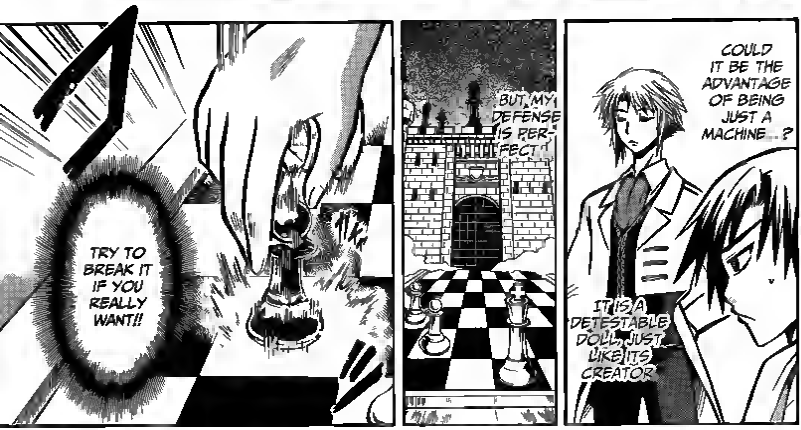
BUT ITS DEFENSIVE POWER HAS REMARKABLY INCREASED.

AND IT WILL CONTINUE TO PROTECT THE POSITION UNTIL IT IS REMOVED BECAUSE OF AN ATTACKING MOVE FROM ITS OWN SIDE...!!
MAYBE THAT EMPTY DOLL...
WILL JUST END UP SMASHED FROM THOSE CASTLE WALLS!!

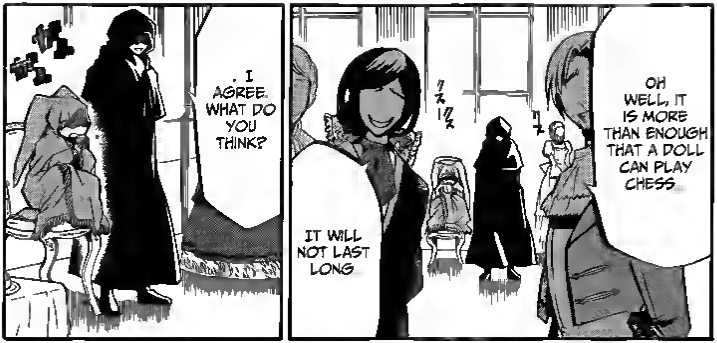

KNIGHT TO B5!?

IMPOSSIBLE WITH THIS, THE WHITE KNIGHT WILL JUST DIE IN VAIN...
IS THERE SOME KIND OF TRAP BEHIND THIS?
I CANNOT READ ITS FACIAL EXPRESSION...!!

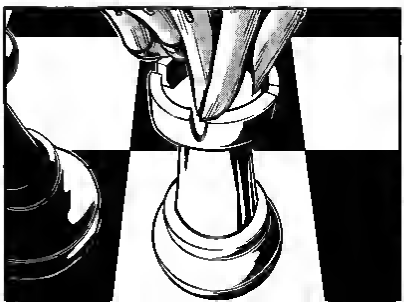
IT IS LIKE I'M PLAYING AGAINST A CORPSE.
THE SPEED OF EACH MOVE IS ALWAYS THE SAME, AND IT GIVES ME A BAD FEELING FOR SOME REASON.

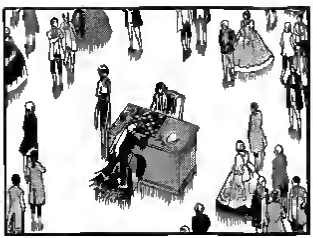

TRY TO BREAK IT IF YOU REALLY WANT!!
BUT, MY DEFENSE IS PERFECT!
COULD IT BE THE ADVANTAGE OF BEING JUST A MACHINE...?
IT IS A DETESTABLE DOLL, JUST LIKE ITS CREATOR

King
Defensive wall
IN COMPARISON, DUKE COBENZL'S DEFENSE IS IMPENETRABLE
TO LOSE A PIECE AT SUCH AN EARLY STAGE THIS MUST HURT.
!!
HE CAUGHT THE WHITE KNIGHT!

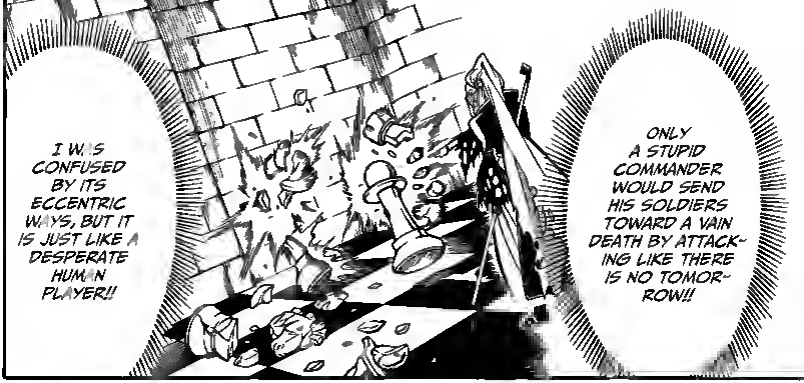

OH WELL, IT IS MORE THAN ENOUGH THAT A DOLL CAN PLAY CHESS.
IT WILL NOT LAST LONG
I AGREE. WHAT DO YOU THINK?

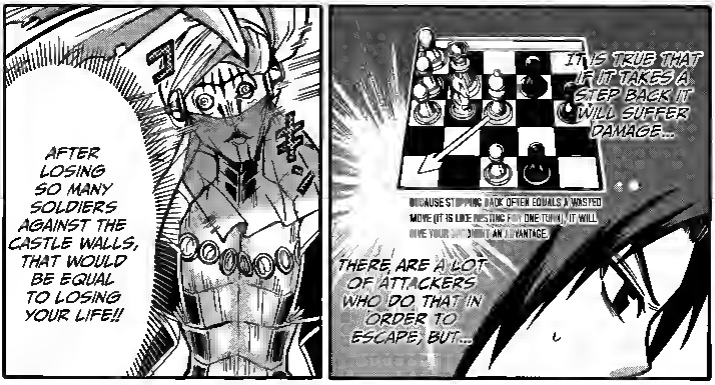
17 MOVES.





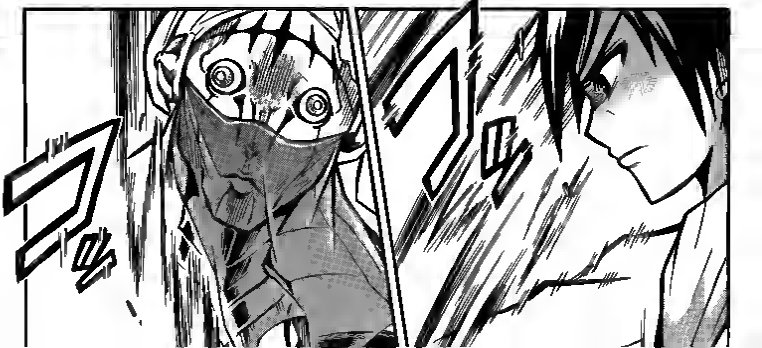
NO, I'M WRONG.
IN THAT CASE I WOULD SAY...
WHAT THE HELL IS IT DOING? IT IS SUICIDE TO ATTACK IN SUCH A EASYGOING WAY...
DO YOU THINK THAT I WILL LOSE MY COOL IF YOU ATTACK LIKE THAT?
IS IT THROWING AWAY THE ROOK TOO!?
THAT HE IS A FOOLISH GENERAL!

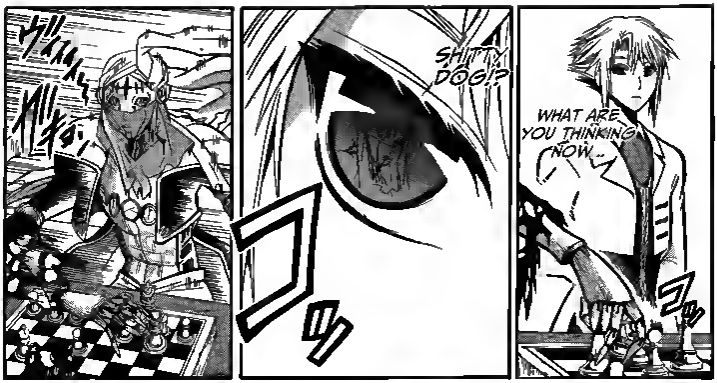
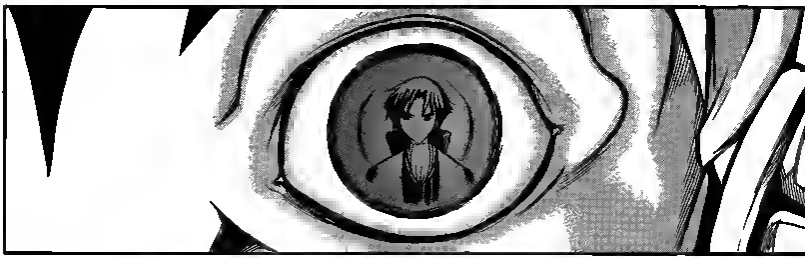
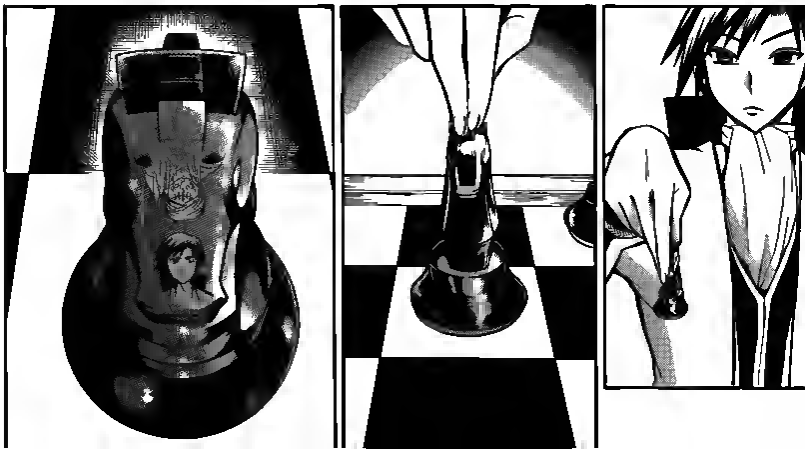

I W.S CONFUSED BY ITS ECCENTRIC WAYS, BUT IT IS JUST LIKE A DESPERATE HUMAN PLAYER!!
ONLY A STUPID COMMANDER WOULD SEND HIS SOLDIERS TOWARD A VAIN DEATH BY ATTACKING LIKE THERE IS NO TOMORROW!!

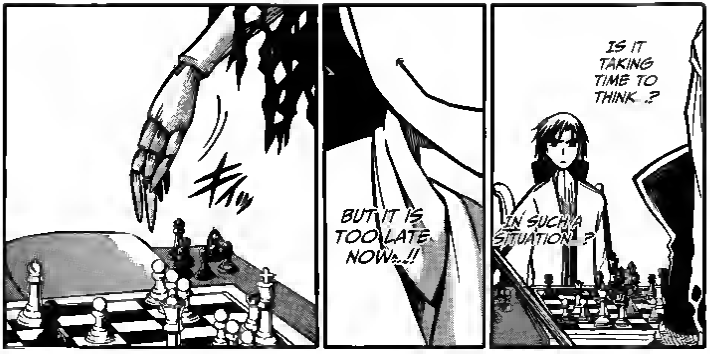

AFTER LOSING SO MANY SOLDIERS AGAINST THE CASTLE WALLS, THAT WOULD BE EQUAL TO LOSING YOUR LIFE!!
IT'S TRUE THAT IF IT TAKES A STEP BACK IT WILL SUFFER DAMAGE...
BECAUSE STEPPING BACK OFTEN EQUALS A WASTED MOVE (IT IS LIKE RESTING FOR ONE TURN), IT WILL GIVE YOUR OPPONENT AN ADVANTAGE.
THERE ARE A LOT OF ATTACKERS WHO DO THAT IN ORDER TO ESCAPE, BUT...

YOUR MAJESTY
A GOOD GENERAL ACHIEVES VICTORY
WHEN HE RETREATS ONLY TO PROTECT THE KING

I WILL DEFEAT THIS RUDE FELLOW IN ONE GO AND ACHIEVE VICTORY!!!




SHITTY DOG!?
WHAT ARE YOU THINKING NOW...




IS IT TAKING TIME TO THINK .?
IN SUCH A STUATION .?
BUT IT IS TOO LATE NOW..!!

AAAH...!!
LOOK.. I TOLD YOU IT WOULD LAST ONLY 17 MOVES, RIGHT?
!?

WITH THE TURK'S VICTORY.

WHAT HAPPENED....?
IN THE NEXT ISSUE!!